



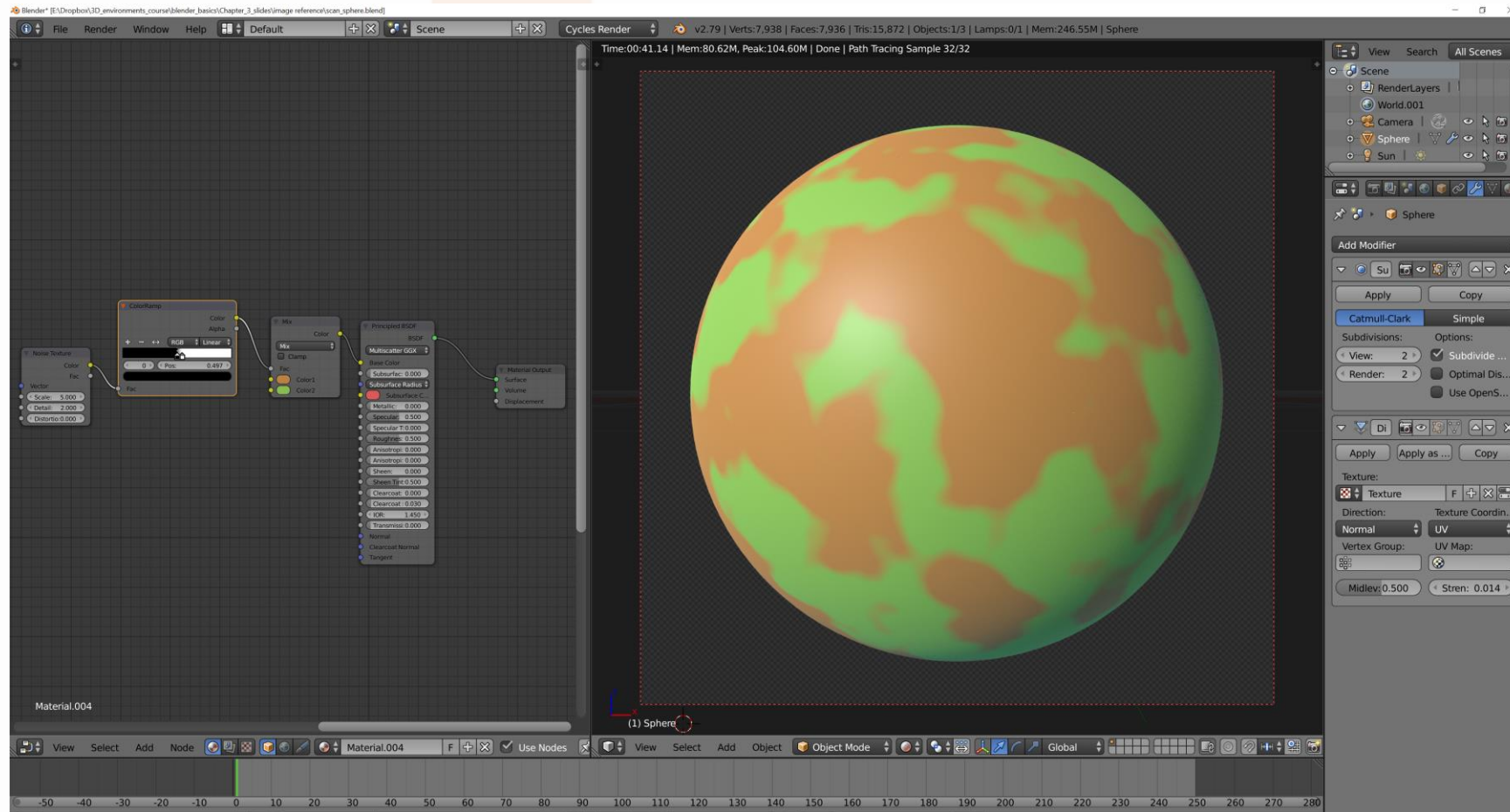
CREATING 3D ENVIRONMENTS

Blender Materials

Chapter 3 – Part 8

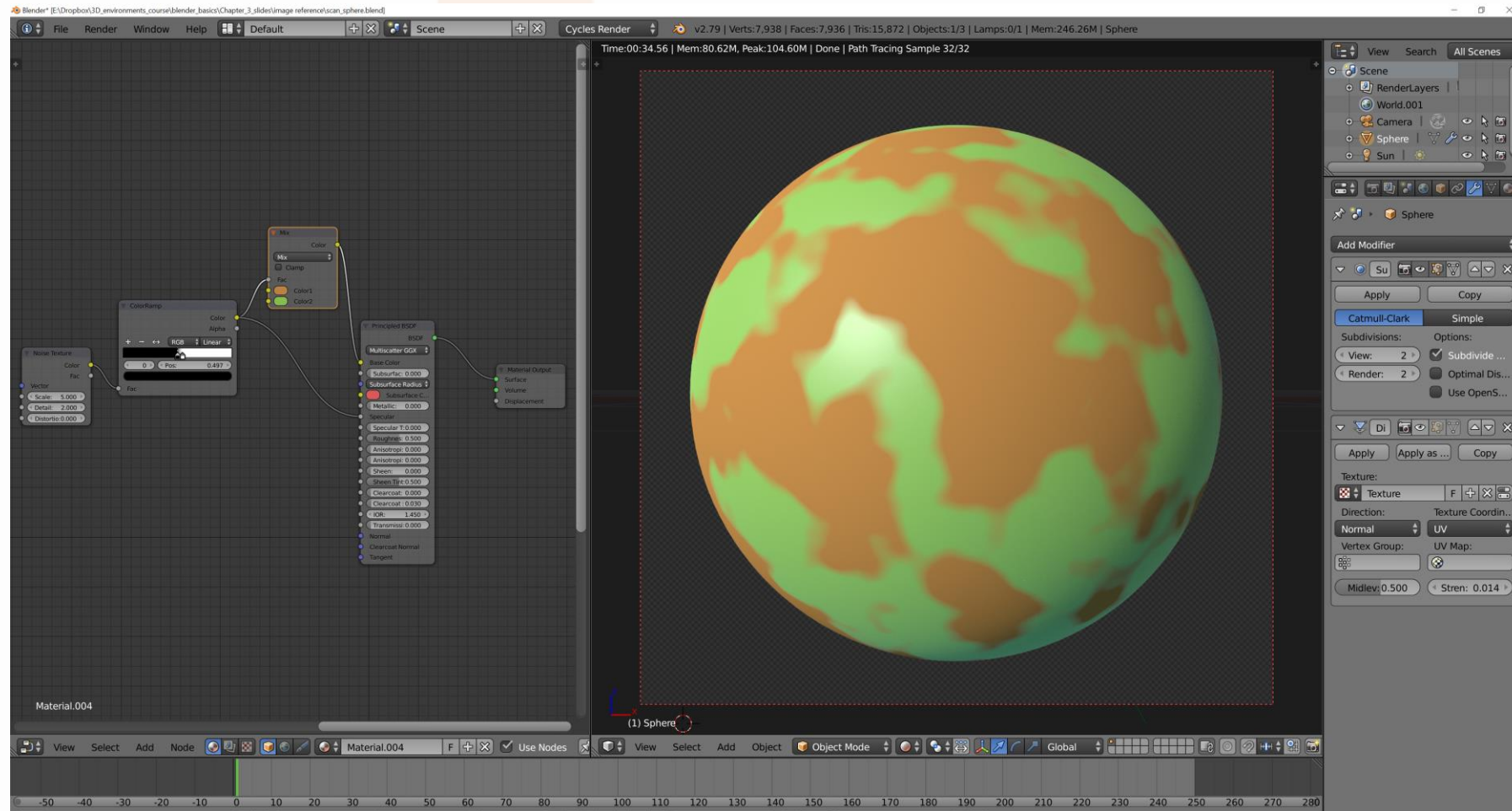
- Mixing colors with the colloramp
- Mixing shaders with the colloramp
- Adding a brick texture
- Using spec, rough, and normal map
- Adding a bump and displacement map

Mixing colors with the colorramp



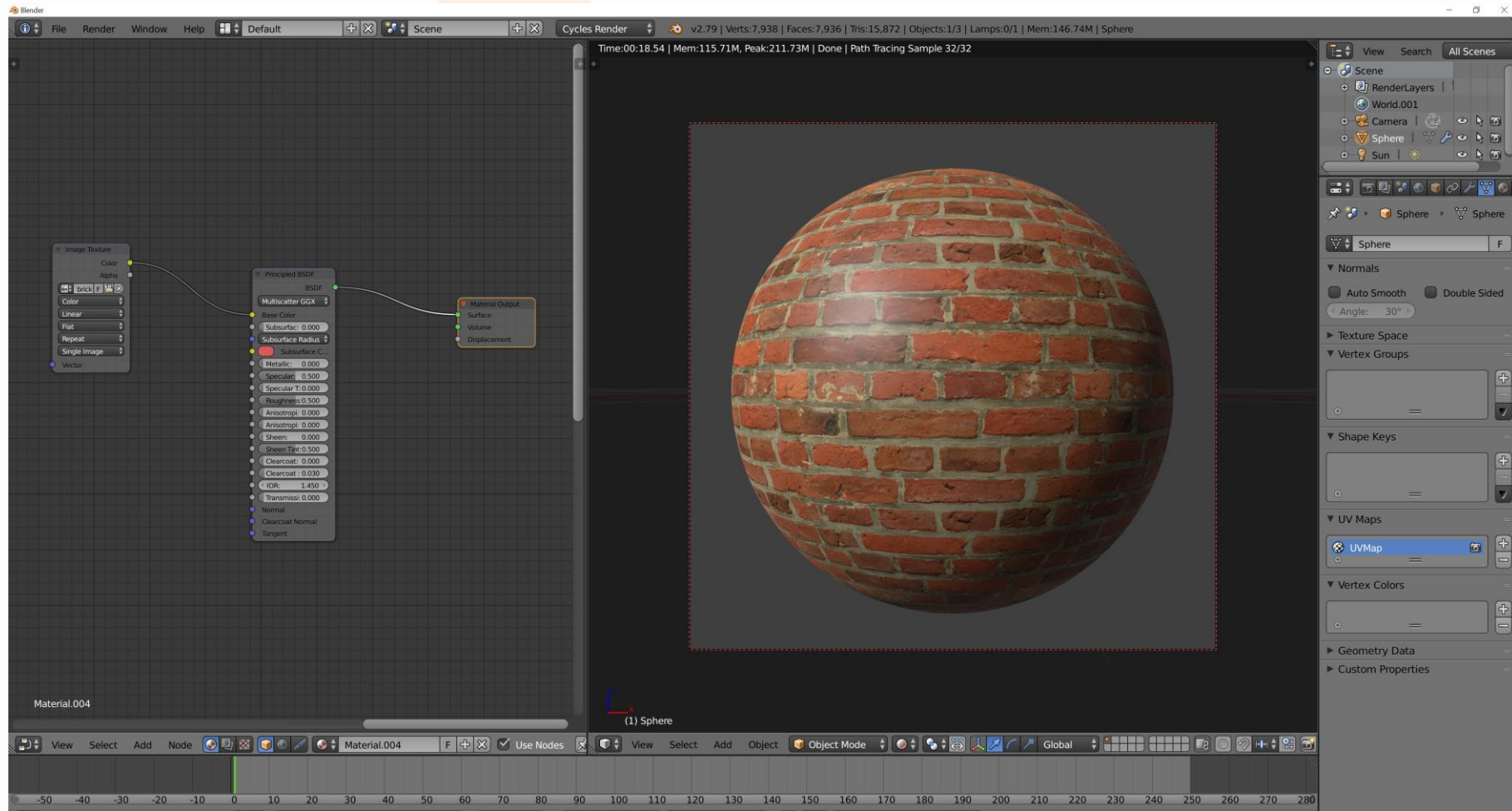
Mixing colors works the same with the principled node

Mixing shaders with the colorramp



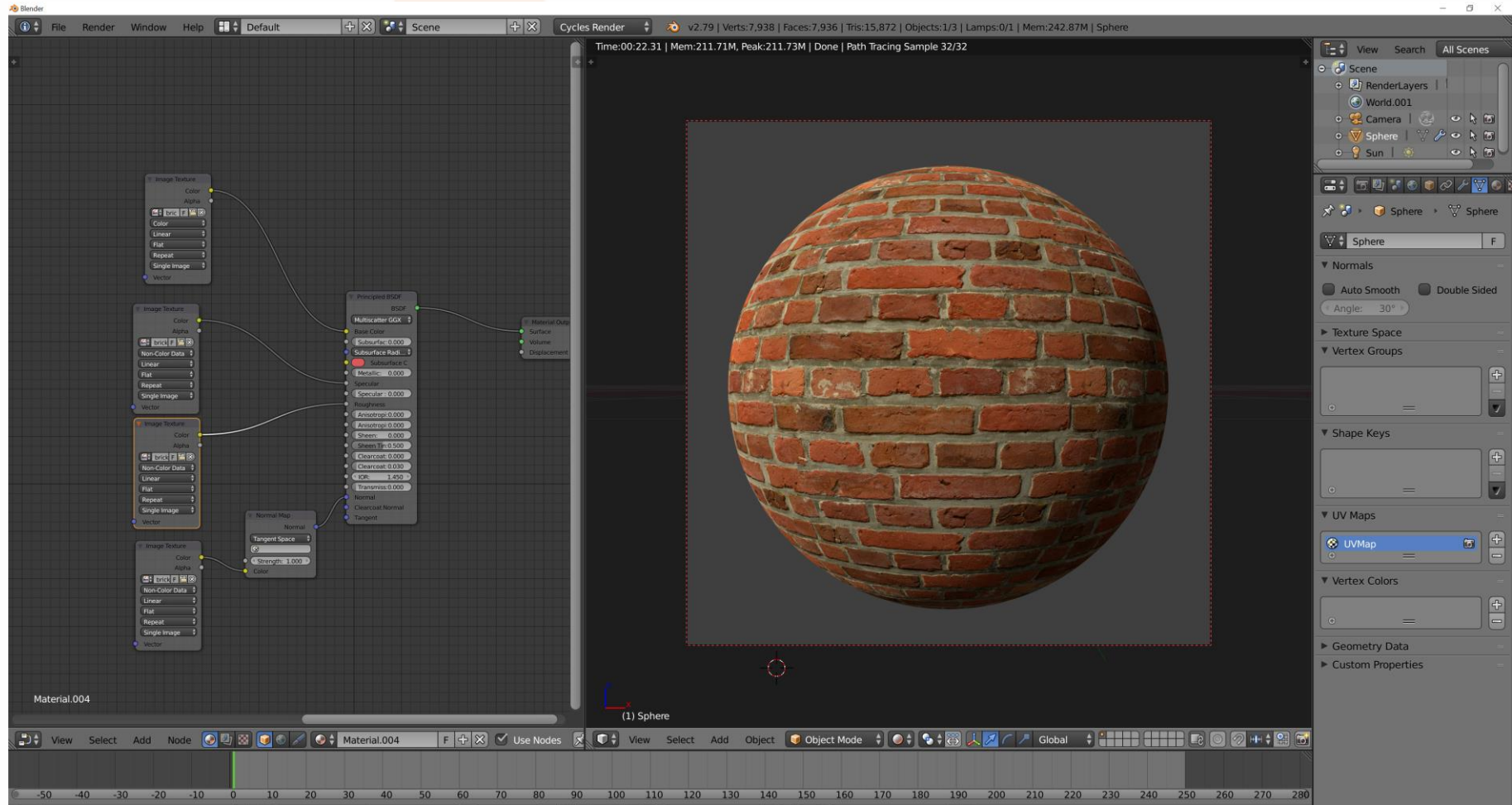
You can use the principled input to mix shaders

Adding a brick texture



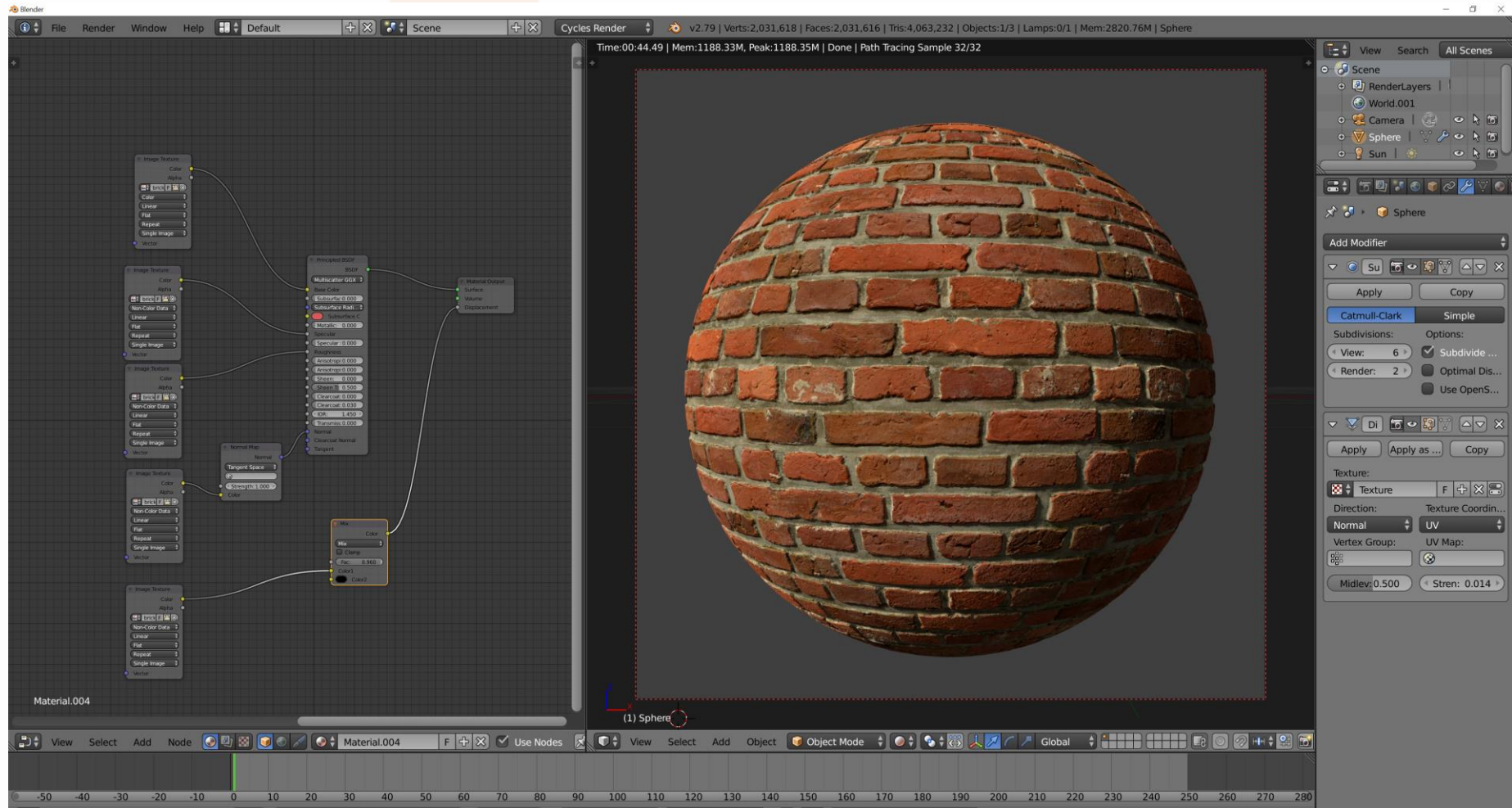
Pick a texture and put this into the base color of the Principled node

Using spec, rough, and normal map



Combine all the texture layers and put them in the right input

Adding a bump and displacement map



The final look if you add a displacement and bump map.